



## Carolina DX Association

N4PQX Bob Burton President  
 W4WNT Bill Turner Vice-Pres.  
 K4MQG Gary Dixon Sec.-Treas.  
 K4MD Joe Simpkins Sysop  
 AE4PB Jerry Moore Webmaster  
 K8YC John Scott Editor

# The Pileup

## Newsletter of the CDXA

**Carolina DX Association & CQ WW DX Contest**  
*.....together again.*

**Phone: October 28-29**

**CW: November 25-26**

Competition is open to all CDXA members participating in the Single Operator Category, within the continental United States. Operating rules—‘The 2000 CQ WW DX Contest’—are presented on page 126 in the September 2000 issue of CQ magazine.

### Categories for both Phone and CW (16 Awards):

#### **UNLIMITED**

*(Scores in excess of 500,000 points)*

Unassisted Champion      Assisted Champion  
**PLAQUES**

Unassisted Runner-up      Assisted Runner-up  
**CERTIFICATES**

#### **LIMITED**

*(Scores up to 500,000 points)*

Unassisted Champion      Assisted Champion  
**PLAQUES**

Unassisted Runner-up      Assisted Runner-up  
**CERTIFICATES**

**Copies of Summary Sheets must be received by W4VHF no later than November 27, 2000 for Phone entries and December 29, 2000 for CW entries. PLEASE, do not fail to list your Club Affiliation: CAROLINA DX ASSOCIATION on your Summary Sheet(s). All entries will be posted on the CDXA website and all winners will be featured in future editions of the Pile-Up. If time permits, the winners of the Phone portion of CQ WW will be honored at the Christmas banquet.**

CDXA PacketCluster & Other Communication Systems		
W4DXA Young Mountain	144.93 MHz (1200 bits/second)	441.00 MHz (9600 bits/second)
K4MD Charlotte, NC	144.91 MHz (1200 bits/second)	441.075 MHz (9600 bits/second)
Digipeater near Wingate, NC	144.91 MHz (DXWIN)	
CDXA Repeater 147.18 MHz (+600 )	W4DXA, Near Fort Mill, SC	
World Wide Web Homepage	www.cdxa.org	
Wednesday Luncheon (11:30 AM)	Shoney's, 355 Woodlawn Road, Charlotte, NC (704-525-4395)	

## Presidential Ponderings

As you can see by the front page, the focus this month is the CDXA Intra-Club Contests. Good Luck to everyone as I look forward to seeing a lot of big scores. Make sure to look for Roger, PJ8/N4ZC and Don, FS/K4ZA as Don makes his bid for Top 10 in the World. They need contacts from all of you as well as lots of packet spots to keep their runs going.

I'm very pleased to announce that we now have a new CDXA Secretary/Treasurer for the remainder of 2000 and for 2001. Ken Cannaday, W4NZC, was nominated and elected at this past Wednesday's luncheon. Congratulations to Ken who is replacing Gary Dixon in this position. I'd like to thank Gary for his years of service in this position and for all he does for the CDXA. Gary will be transitioning the books to Ken this month. I welcome Ken and look forward to working with him the remainder of the year.

I want to thank all of the members who made suggestions for alternative locations for our Fall Event. Unfortunately due to the short timing and the upcoming contests we simply don't have the time to make it happen this year. We do have some new potential locations to consider for future events, which will give us more flexibility for scheduling events.

On the Packet Cluster front, there continues to be progress made, but as I'm sure you are aware it has come at the cost of downtime. Joe, K4MD, is still working with the AR Cluster software which does provide better connectivity for internet spots, however the RF links have suffered due to the newness of this software. The loss of the DOS-based PC that was running the RF TNCs caused most of the downtime. We have put in place some new TNCs on the RF side of the K4MD node which are directly connected to the K4MD node running AR. This does appear to be correcting the previous issues. W4DXA will be getting a new node computer in the future and there are planned changes with the backbone connections between K4MD and N4ZC. Hopefully once all of the changes are in place, the cluster will be more responsive and more stable.

In reading some news articles I did come upon some interesting info. The ARRL is currently requesting anyone who has tried to put up an antenna or tower in a neighborhood with restrictive covenants to contact them with all of the issues/problems you have encountered. This is to add information to the ARRL request to the FCC to further strengthen PRB-1. I encourage everyone

who can help this cause to do so. Send your information to Steve Mansfield, N1MZA, at the league headquarters or to Steve's email address:

[smansfield@arrl.org](mailto:smansfield@arrl.org).

Also in the news was an effort underway by the IARU Region 2 to do something about illegal operation on 10m and 12m. You can report illegal operations on those bands giving date and time to: [n4qx@arrl.org](mailto:n4qx@arrl.org).

This will be a busy month with many DXpeditions and major contests. I plan to be more active on the air, as well as continuing to rebuild my station at my new QTH. To that end, I will not be seeking re-election next year for any CDXA officer position. I've enjoyed working with all my officers and all of you and will continue to do so, however, I feel it's time for someone else to take over and lead the CDXA. I'm letting this be known now so there's plenty of time for someone to step up. Remember the CDXA officer elections will be held at the Christmas Party, which will be announced in next month's edition.

Until then, see you in the contest...73's Bob – N4PQX

## CQWW Contest Information

By Roger Burt, N4ZC

This is the peak of the sunspot cycle—the year we've been waiting for. Ten and 15 meters will be open all day, 20 meters, all night. For those that consider yourselves part time testers, I'd like to challenge each of you to beat whatever your previous high score has been in the past. For those of you that have considered yourselves DXers and not testers, I'd like to challenge you to work DXCC during the 48 hours of the contest. This is the year to do it! If you can clear the decks for action and spend the better part of the weekend, anyone with a tribander at 50 feet or better should be able to do it if they really want to. Think about it a minute....to be able to say "I worked DXCC in one weekend". IT CAN BE DONE!

**Equipment pointers.** Noiseblankers should always be used with great care. They always make strong signals seem wider and sound distorted. Don't use it if you don't need it.

If using the CQ run mode, use your RIT or other VFO to tune for off-frequency callers. Don't waltz around the band being pulled up and down with each off-frequency caller. Remember to turn off the RIT, notch filter or passband filter any time you move the main

*(Continued on page 3)*

(Continued from page 2)

dial. If left active, on a new frequency, you may filter out the very signal you want to hear.

Always tune into the open end of the passband. That means tuning up in frequency on 20, 15 and 10, and down in frequency on 160, 75 and 40. This gives the ear/brain a better chance to copy a signal as you tune into it.

**Operating tips.** A good contester really HATES stations that give only two letters of their call. Unless the DX station shows his inability by asking for last two letters, DON'T do it. Give the DX station the chance to copy your full call.

Don't spend too much time in any pileup....note the frequency and try again later. You'll find that stations that are very hard to work at the start of the contest are easy the next day after most of the big guns have them. By the end of the contest the big gun DX stations will have

worked every indoor dipole guy in the world. Always try again later.

For packet users, NEVER take the call as listed on packet as the real callsign. Many do a very poor job of getting the correct callsign. Make sure you copy the correct call yourself.

You will find some DX stations operate for long periods of time without giving their callsign. If you work one of these guys, DON'T give him a report before you get him to give you his call. If you do, you'll be stuck there waiting for him to give his call. That could be 15 minutes in some cases. To make it easier to work these guys and in general to point your beam in the correct direction, I've made the chart below. It gives the center beam heading for each zone. This will allow you to peak your beam on his station with just the zone information he gives in each QSO. This can be a quick help

(Continued on page 4)

Zone	Heading	Area	Zone	Heading	Area
1	337	KL7 - VY1 - Some VE8	21	40	Middle East
2	20	VO2 - North VE2, Some VE8	22	25	South Asia
3		West Coast US/Canada	23	355	Mongolia and U0Y
4		Central US/ Canada	24	345	China - Taiwan - Hong Kong
5		East Coast US/Canada	25	337	JA HL
6	230	Only Mexico on Zone 6	26	358	Southeast Asia
7	195	Central America	27	320	Western Pacific
8	150	Caribbean	28	290	4W 9M6/8 H4 P2 VS5 YB
9	150	Northern South America	29	280	VK6 VK8 VK9X VK9Y
10	175	Only CP HC OA	30	255	All Other VK
11	150	Only PY ZP in this zone	31	280	North Central Pacific
12	170	Only CE in this zone	32	240	Southwest Pacific
13	160	CX LU VP8	33	70	CN CT3 EA8 EA9 3V8 7X
14	45	Western Europe	34	60	5A ST SU
15	45	Central Europe	35	90	West Africa
16	30	Russia Ukraine Belorussia	36	90	Central Africa
17	25	Western Siberia	37	80	East Africa
18	360	Central Siberia	38	105	Southern Africa
19	340	Eastern Siberia	39	75	Indian Ocean
20	50	Eastern Mediterranean	40	25	Top of the World

(Continued from page 3)

in pointing your beam at any DX station, just by knowing his zone. Point your beam at each station and get in and out of the pileup as fast as possible.

### **Operating strategies to maximize your score.**

Time available--Five hours or less. Operate during the morning and early afternoon. With your beam pointed over the center of Europe at 45 degrees there are over 100 countries within the half power points of your tribander. Take 15 to 30 minutes during the early afternoon to point the beam SSE and work the Caribbean and South American stations. Ten and 15m are the bands for the fastest QSO's and multipliers. Remember, stations were found all the way from 28.300 mhz to over 29 mhz last year. It should be the same this year. If possible, take at least a few minutes near sunset to work some Pacific and Asian stations. If you have packet, work EVERYTHING they spot.

Five to 15 hours. Concentrate on daytime European contacts on 15 and 10m from 1200-1800GMT. Don't worry about 20m to Europe before 10m drops out to Europe. Take some time to make some Caribbean / South American contacts and some Pacific / Asian contacts around our sunset. A few hours for some Europeans on 40 and 75m. If you want to try 160, start looking on the hour for a few minutes at 0300, 0400, 0500, and 0600 if you are still awake. In the under 5 hour category you can make QSO's in the "search and pounce" style just about as fast as the "run" style—calling CQ and working those that call you. When you get into the upper end of the 5 to 15 hour category, you need to do some "running" to maximize your score.

Fifteen to 30 hours. This amount of time puts you in the moderate to serious effort and at this point your score for the club effort will increase dramatically as you add those extra QSOs and multipliers. In the 15 to 30 hour category, running will make for a much bigger score over just the search and pounce mode of operation. You can get a good night's sleep and still operate bands to all areas of the world. If possible, get up at least one morning just before sunrise to catch the sunrise peak on 160, 75, and 40m. The 160 peak is at sunrise, the 75 peak at sunrise to a half hour past, with 40m really peaking 20 to 60 minutes after sunrise. SH/SUN will give your local sunrise/sunset if you have your lat/long listed. Some mornings are really magic on what you can hear and work. Remember, if you have a low-band beam, you are always pointing into the darkness,

never into the light.

Europe is the name of the game for the most part. Sixty percent of your total QSO's will come from there. Packet users follow those spots. Non-packet users point your beam SSE and make one tune over the band looking for those loud Caribbean / South American multipliers every time you change bands, then back to Europe! Between 1300-1800GMT you should be on 10 or 15m. Africa peaks in the afternoon but since there are few African stations, don't keep your beam there for long periods. The east and central Pacific as far west as New Zealand will be starting to make it on 10/15m by 1800GMT. JA and the far western Pacific will start to come in around their sunrise at 2100Z. Take a look for Europe on 40m about 45 minutes before our sunset. A quick check on 75m about 15 minutes before sunset will sometimes find some magic signals.

From sunset until each band drops out it can be a very hard choice as to what band to operate. The Pacific and Asia on 10 and 15m; Europe, Africa and S. America on 20m; Europe on 40 or 75m. Note what I said about 160 in the 5 to 15 hours info. Many DX stations go to 160 for a few minutes on the hour. Don't spend long periods of time on any one band. Hop around. Follow the packet spots if you have them. The people in this category should be able to make DXCC over the weekend. Who will make DXCC in the shortest time? You should be able to make a million point score in the upper end of this category. You'll need computer logging to keep track of dupes and multipliers to do it.

More than 30 hours. This means you are serious! You are going to lose some sleep at this level. Remember there are 363 other nights during the year to sleep. Well, if you must give in to the arms of Morpheus, sleep when you can't work Europe on any band. Remember, Europe is the name of the game in this contest. That means in general from 0730-1000GMT is sleep time. Not much sleep, huh?...add to that time frame as needed. You really need to do some running to make this category work for you. Don't worry too much about multipliers any time you are running at over 60 QSOs an hour—many of the multipliers will call you. Some DX stations HATE pileups and only answer the guys calling CQ. Remember the old adage "location, location, location"? In this contest it's Europe, Europe, Europe. Don't fail to seize this east coast advantage.

(Continued on page 5)

(Continued from page 4)

**Optimizing Scoring.** The simple way to tell QSO points is USA counts 0 points, zones 1 through 8 count 2 points per QSO and zones 9 through 40 count 3 points per QSO....except OX which is a 2 pointer.

Your contest score is the total QSO points times the total Multipliers. You add up your total QSO points from every QSO on every band. Then you add up your total multiplier (zones and countries) from every multiplier on every band. (Remember you count each zone the first time on each band, and only the first time and the country, the first time on each band, and only the first time on each band.) Total QSO points times total Multipliers is your score. A QSO total of 400 with points of 1000 with a total of 50 zones on all bands and 150 countries on all bands would be  $1000 \times 200$  for a score of 200,000. Call me on the landline, and I'll answer any questions about how to score your log, (704)263-1133.

A W-land multiplier counts the same as a JT multiplier. Don't give away score by not working a U.S. station on each band. They count zero QSO points so there is no need to work more, but make sure you work one on each band. Another area where you don't want to give up multipliers is the U.S./Canadian zones. Zone 3 is west coast U.S./Canada, zone 4 is central, and zone 5 is east coast U.S./Canada. Better to work a Canadian on each band, in each zone since they also count as QSO points, but make sure you work at least one station in each zone on each band—be it W or VE. That can result in a total of 24 multipliers in your score just working those U.S./Canadian multipliers. That could be 24 times your QSO points in score just working these common stations. Don't give away part of your score by missing them. Have a sheet of paper with 160 through 10 and the numbers 3, 4 and 5 and W beside each band. Cross them off as you work them. Remember 24 times your QSO points can add a lot to your score.

You count a zone or country the first time it is worked on any band as a multiplier. Double multipliers are always a bit more fun. For example, when you work an XE for the first time on a band it is a double multiplier. It is the first zone 6 and the first XE country for a double multiplier. Two for the price of one.

Give the contest a good try and **DON'T FORGET** to work and spot FS/K4ZA and PJ8/N4ZC on every band. **GOOD LUCK!!!**

—Roger, N4ZC

## First American SOS

(Extracted from "Carolina Kids" section of The Charlotte Observer, dated 9/26/2000.)

Adopted internationally in 1908, the Morse Code distress signal S-O-S came slowly into regular use among wireless operators. The United States did not officially adopt the international wireless standard until 1912.

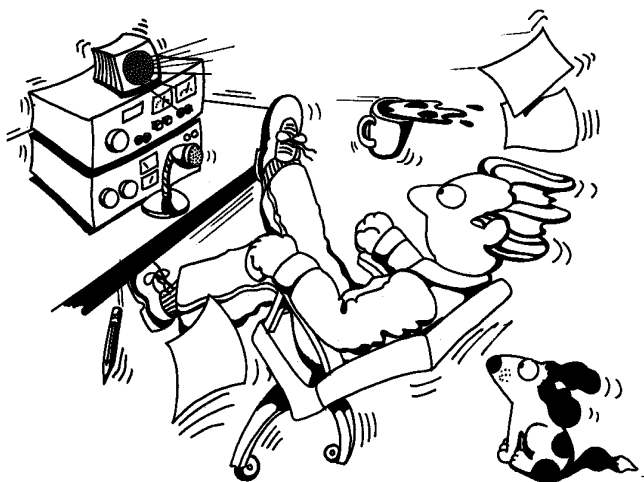
The first recorded American use of the signal however, occurred in August 1909 off the Outer Banks of North Carolina. T.D. Haubner, the wireless operator onboard the merchant steamer SS Arapahoe, tapped out the famous di-di-di, dah-dah-dah, di-di-di signal as his ship neared Diamond Shoals. The Arapahoe had lost its screw in seas known as the "Graveyard of the Atlantic". The signal was received by the United Wireless Station "HA" at Hatteras.

On February 1, 1999 the Morse Code system along with its S-O-S was replaced by a high-tech satellite-based communications system.

## True North for Antenna Placement

From Bob Burton comes this tidbit:

"Here's the website where you can get the solar north for any day at your QTH. Just pick your city and choose the date. Thought those working on antenna projects might want the best way to find "true" north. Go to <http://aa.usno.navy.mil/AA>. Make sure to use Form A once there."



**Five by Nine plus 95db!**

## The Back Page

Contest time is here again. You have really four contests in one with CQ Worldwide. First there is the overall CQWW contest for “all the marbles” if you’re a big-time tester. Second, there is an intracub competition to see who has bragging rights for stateside operation. Third, by participating in the first two, you will be putting CDXA in the run for the club competition in the CQWW contest. Lastly, here is your golden opportunity to get “DXCC in a WEEKEND”! There are lots of awards—16 in all—set up to award both the “big guns” as well as those with stations somewhat more modest. One word of caution, however. Anyone coming in with 499,999 points in the limited category, might just become the recipient of a 50 pound bag of sand in addition to a plaque. (For those who fail to grasp the subtlety of the foregoing—sandbaggers will be rewarded their just dues!!!!)

Roger Burt has provided some “tips from the master” in contest operation inside. This is offered in the spirit of helping all of us get the best possible submission to the contest. Let’s put CDXA at the top of the club list in this year’s contest. Even if you don’t work the contest to win the intra-club contest, please make your entry to W4VHF to help boost the club score for the CQWW contest score.

This month, our circulation of the PILEUP via the mails is down to almost half of our monthly average distribution of roughly 140 copies. Between printing and postage, that will save about \$50 per month which can be used to support our PacketCluster operations and provide awards such as will be available in the intracub contest.

As a result of equipment changes, four Kantronic KPC-9612+ TNCs are available. These are first class 1200/9600 units in mint condition. Two units are at version 8.2 software level (latest) and two are at version 8.0. The version 8.2 units have 128kb of memory and cost \$260. The version 8.0 units have 32kb of memory and cost \$245. Original price is about \$375. Call or email Joe Simpkins if interested: K4MD@carolina.rr.com or (704) 365-8492.

---

**Gary Dixon, K4MQG**  
**1606 Crescent Ridge**  
**Fort Mill, SC 29715**

**gdixon@InfoAve.net**

## First Class Mail

*See something wrong with your address label? Notify K4MQG at once, please.*